

In the Specification:

Please amend paragraph [0005] as follows:

[0005] Some extensions to basic emulation have been previously proposed. For example, U.S. Pat. No. 6,314,531, "Method and system for testing and debugging distributed software systems by using network emulation" purports to disclose the ability to avoid having to make any changes to the application code while maintaining the ability to emulate. U.S. Pat. No. 6,028,846, "Method and system for testing real-time delivery of packets of data" purports to disclose the use of a simulator, rather than a user-defined rule-set as in NIST Net, to act as an emulator between just a pair of network nodes. U.S. Pat. No. 5,862,362, "Network failure simulator" purports to disclose using user-defined settings to control and direct packet handlers that may emulate various error conditions on a workstation. U.S. Pat. No. 5,828,855, "Socket simulation protocol for network printing systems" purports to disclose emulating a network socket interface for a printer. Recent open publications have also expanded the forefront of emulation technology, for example, by using parallel simulation as the emulator and using packet-level rewriting/translation or insertion of routers between clients and servers to act in the emulation of the simulated network conditions (see Simmonds reference; and NIST Net, Computer Communications Review (June 2003), and available on the internet at "[snad.ncsl.nist.gov/itg/nistnet](http://snad.ncsl.nist.gov/itg/nistnet)" at <http://snad.ncsl.nist.gov/itg/nistnet/>(2003)).

Please amend paragraph [0008] as follows

In an embodiment according to the present invention, a method for virtually simulating actual networked applications within a network simulation is provided. One or more servers are initiated to interface to a network simulator. One or more clients are initiated to interface with one or more servers network-simulators. The communications of each network application code 'bridged' into the simulation is adapted via the client/server approach such that its communications appears to stem from a simulated node as far as other simulated nodes or applications also so bridged are concerned. Messages or packets from application code are inserted or extracted from the simulated node via the client/server. In an embodiment according to the present invention, the above described functionality is encapsulated in a client and server process